

Aku Djinn

{3}{B}{B}

Creature -- Djinn

5/6

Trample

At the beginning of your upkeep, put a +1/+1 counter on each creature you don't control.

Anvil of Bogardan

{2}

Artifact

Players have no maximum hand size.

At the beginning of each player's draw step, that player draws a card, then discards a card from his or her hand.

Archangel

{5}{W}{W}

Creature -- Angel

5/5

Flying

Attacking doesn't cause Archangel to tap.

Army Ants

{1}{B}{R}

Creature -- Insect

1/1

{T}, Sacrifice a land: Destroy target land.

Betrayal

{U}

Enchant Creature

Betrayal can enchant only a creature an opponent controls.

Whenever enchanted creature becomes tapped, you draw a card.

Blanket of Night

{1}{B}{B}

Enchantment

Each land is a swamp in addition to its land type.

Bogardan Phoenix

{2}{R}{R}{R}

Creature -- Phoenix

3/3

Flying

When Bogardan Phoenix is put into a graveyard from play and has no death counter on it, return Bogardan Phoenix to play and put a death counter on it.

If Bogardan Phoenix would be put into a graveyard from play and has a death counter on it, remove it from the game instead.

Brass-Talon Chimera

{4}

Artifact Creature -- Chimera

2/2

First strike

Sacrifice Brass-Talon Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains first strike. # (This effect doesn't end at end of turn.) #

Breathstealer's Crypt

{2}{U}{B}

Enchantment

If a player would draw a card, instead he or she draws a card and reveals it. If it's a creature card, that player discards it from his or her hand unless he or she pays 3 life.

Breezekeeper

{3}{U}

Creature -- Djinn

4/4

Flying, phasing

Brood of Cockroaches

{1}{B}

Creature -- Insect

1/1

When Brood of Cockroaches is put into your graveyard from play, at end of turn, you lose 1 life and return Brood of Cockroaches to your hand.

Bull Elephant

{3}{G}

Creature -- Elephant

4/4

When Bull Elephant comes into play, sacrifice it unless you return two forests you control to their owner's hand.

Chronatog

{1}{U}

Creature -- Ato

1/2

{0}: Chronatog gets +3/+3 until end of turn. You skip your next turn. Play this ability only once each turn.

City of Solitude

{2}{G}

Enchantment

Players can play spells and abilities only during their turn.

(Triggered abilities are unaffected.)

Cloud Elemental

{2}{U}

Creature -- Elemental

2/3

Flying

Cloud Elemental may block only creatures with flying.

Coercion

{2}{B}

Sorcery

Look at target opponent's hand and choose a card from it. That player discards that card.

Coral Atoll

Land

If Coral Atoll would come into play, return an untapped island you control to its owner's hand instead. If you do, put Coral Atoll into play tapped. If you don't, put it into its owner's graveyard.

{T}: Add {U} and one colorless mana to your mana pool.

Corrosion

{1}{B}{R}

Enchantment

Cumulative upkeep {1}

At the beginning of your upkeep, put a rust counter on each artifact target opponent controls. Then, for each artifact any opponent controls, if the number of rust counters on that artifact equals or exceeds its converted mana cost, destroy the artifact. Artifacts destroyed this way can't be regenerated.

When Corrosion leaves play, remove all rust counters from all artifacts.

Creeping Mold

{2}{G}{G}

Sorcery

Destroy target artifact, enchantment, or land.

Crypt Rats

{2}{B}

Creature -- Rat

1/1

{X}: Crypt Rats deals X damage to each creature and each player. Spend only black mana this way.

Daraja Griffin

{3}{W}

Creature -- Griffin

2/2

Flying

Sacrifice Daraja Griffin: Destroy target black creature.

Dark Privilege

{1}{B}

Enchant Creature

Enchanted creature gets +1/+1.

Sacrifice a creature: Regenerate enchanted creature.

Death Watch

{B}

Enchant Creature

When enchanted creature is put into a graveyard, its controller loses life equal to its power and you gain life equal to its

toughness.

Desertion

{3}{U}{U}

Instant

Counter target spell. If it's an artifact or creature card, put it into play under your control instead of into its owner's graveyard.

Desolation

{1}{B}{B}

Enchantment

At end of turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed this way, Desolation deals 2 damage to that plains' controller.

Diamond Kaleidoscope

{4}

Artifact

{3}, {T}: Put a 0/1 Prism artifact creature token into play.

Sacrifice a Prism token: Add one mana of any color to your mana pool.

Dormant Volcano

Land

If Dormant Volcano would come into play, return an untapped mountain you control to its owner's hand instead. If you do, put Dormant Volcano into play tapped. If you don't, put it into its owner's graveyard.

{T}: Add {R} and one colorless mana to your mana pool.

Dragon Mask

{3}

Artifact

{3}, {T}: Target creature you control gets +2/+2 until end of turn. Return it to its owner's hand at end of turn.

Dream Tides

{2}{U}{U}

Enchantment

Creatures don't untap during their controllers' untap step.

Nongreen creatures have "{2}: Untap this creature. Play this ability only during your upkeep."

Dwarven Vigilantes

{2}{R}

Creature -- Dwarf

2/2

Whenever Dwarven Vigilantes attacks and isn't blocked, you may have it deal damage equal to its power to target creature. If you do, Dwarven Vigilantes deals no combat damage this turn.

Elephant Grass

{G}

Enchantment

Cumulative upkeep {1}

Black creatures can't attack you.

Nonblack creatures can't attack you unless their controller pays an additional {2} for each creature attacking you.

Elkin Lair

{3}{R}

Enchant World

At the beginning of each player's upkeep, that player removes a card at random in his or her hand from the game. The player may play that card as though it were in his or her hand. At end of turn, if the player hasn't played the card, the player puts it into his or her graveyard.

Elven Cache

{2}{G}{G}

Sorcery

Return target card from your graveyard to your hand.

Emerald Charm

{G}

Instant

Choose one -- Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Equipoise

{2}{W}

Enchantment

At the beginning of your upkeep, for each artifact target player controls in excess of the number you control, choose an artifact he or she controls. Repeat this process for creatures and lands. The chosen permanents phase out.

Everglades

Land

If Everglades would come into play, return an untapped swamp you control to its owner's hand instead. If you do, put Everglades into play tapped. If you don't, put it into its owner's graveyard.

{T}: Add {B} and one colorless mana to your mana pool.

Eye of Singularity

{3}{W}

Enchant World

When Eye of Singularity comes into play, destroy each permanent with the same name as another permanent, except for basic lands. They can't be regenerated.

Whenever a permanent other than a basic land comes into play, destroy all other permanents with that name. They can't be regenerated.

Fallen Askari

{1}{B}

Creature -- Knight

2/2

Flanking # (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.) #
Fallen Askari can't block.

Femeref Enchantress

{G}{W}

Creature -- Enchantress

1/2

Whenever an enchantment is put into a graveyard from play, draw a card.

Feral Instinct

{1}{G}

Instant

Target creature gets +1/+1 until end of turn.

Draw a card at the beginning of the next turn's upkeep.

Fireblast

{4}{R}{R}

Instant

You may sacrifice two mountains rather than pay Fireblast's mana cost.

Fireblast deals 4 damage to target creature or player.

Firestorm Hellkite

{4}{U}{R}

Creature -- Dragon

6/6

Flying, trample

Cumulative upkeep {U}{R}

Flooded Shoreline

{U}{U}

Enchantment

{U}{U}, Return two islands you control to their owner's hand: Return target creature to its owner's hand.

Forbidden Ritual

{2}{B}{B}

Sorcery

Sacrifice a card in play. If you do, target opponent loses 2 life unless he or she sacrifices a permanent or discards a card from his or her hand. You may repeat this process as many times as you choose.

Foreshadow

{1}{U}

Instant

Name a card. Target opponent puts the top card from his or her library into his or her graveyard. If it's the named card, you draw a card.

Draw a card at the beginning of the next turn's upkeep.

Freewind Falcon

{1}{W}
Creature -- Bird
1/1
Flying, protection from red

Funeral Charm
{B}
Instant
Choose one -- Target player discards a card from his or her hand; or target creature gets +2/-1 until end of turn; or target creature gains swampwalk until end of turn. #(That creature is unblockable as long as defending player controls a swamp.)#

Giant Caterpillar
{3}{G}
Creature -- Insect
3/3
{G}, Sacrifice Giant Caterpillar: Put a 1/1 green Butterfly creature token with flying into play at end of turn.

Goblin Recruiter
{1}{R}
Creature -- Goblin
1/1
When Goblin Recruiter comes into play, search your library for any number of Goblin cards. Reveal those cards, then shuffle your library and put them on top of it in any order.

Goblin Swine-Rider
{R}
Creature -- Goblin
1/1
When Goblin Swine-Rider becomes blocked, it deals 2 damage to each attacking creature and 2 damage to each blocking creature.

Gossamer Chains
{W}{W}
Enchantment
Return Gossamer Chains to its owner's hand: Prevent all combat damage that would be dealt by target unblocked creature this turn.

Griffin Canyon
Land
{T}: Add one colorless mana to your mana pool.
{T}: Untap target Griffin and it gets +1/+1 until end of turn.

Guiding Spirit
{1}{W}{U}
Creature -- Angel
1/2
Flying
{T}: If the top card of target player's graveyard is a creature card, put that card on the top of that player's library.

Hearth Charm

{R}

Instant

Choose one -- Destroy target artifact creature; or attacking creatures get +1/+0 until end of turn; or target creature with power 2 or less is unblockable this turn.

Heat Wave

{2}{R}

Enchantment

Cumulative upkeep {R}

Blue creatures can't block creatures you control.

Nonblue creatures can't block creatures you control unless their controller pays 1 life for each blocking creature he or she controls.

Helm of Awakening

{2}

Artifact

Spells cost {1} less to play.

Honorable Passage

{1}{W}

Instant

The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage. If damage from a red source is prevented this way, Honorable Passage deals damage equal to the damage prevented this way to the source's controller.

Hope Charm

{W}

Instant

Choose one -- Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment.

Hulking Cyclops

{3}{R}{R}

Creature -- Giant

5/5

Hulking Cyclops can't block.

Impulse

{1}{U}

Instant

Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library.

Infantry Veteran

{W}

Creature -- Soldier

1/1

{T}: Target attacking creature gets +1/+1 until end of turn.

Infernal Harvest

{1}{B}

Sorcery

As an additional cost to play Infernal Harvest, return any number of swamps you control to their owner's hand.

Infernal Harvest deals damage equal to the number of swamps returned this way, divided as you choose among any number of target creatures.

Inspiration

{3}{U}

Instant

Target player draws two cards.

Iron-Heart Chimera

{4}

Artifact Creature -- Chimera

2/2

Attacking doesn't cause Iron-Heart Chimera to tap.

Sacrifice Iron-Heart Chimera: Put a +2/+2 counter on target Chimera and attacking doesn't cause that Chimera to tap. #(This effect doesn't end at end of turn.)#

Jamuraan Lion

{2}{W}

Creature -- Lion

3/1

{W}, {T}: Target creature can't block this turn.

Juju Bubble

{1}

Artifact

Cumulative upkeep {1}

When you play a card, sacrifice Juju Bubble.

{2}: You gain 1 life.

Jungle Basin

Land

If Jungle Basin would come into play, return an untapped forest you control to its owner's hand instead. If you do, put Jungle Basin into play tapped. If you don't, put it into its owner's graveyard.

{T}: Add {G} and one colorless mana to your mana pool.

Kaervek's Spite

{B}{B}{B}

Instant

As an additional cost to play Kaervek's Spite, sacrifice all permanents you control and discard your hand.

Target player loses 5 life.

Karoo

Land

If Karoo would come into play, return an untapped plains you control to its owner's hand instead. If you do, put Karoo into play tapped.

If you don't, put it into its owner's graveyard.

{T}: Add {W} and one colorless mana to your mana pool.

Katabatic Winds

{2}{G}

Enchantment

Phasing

Creatures with flying can't attack, block, or use any ability that includes {T} in its activation cost.

Keeper of Kookus

{R}

Creature -- Goblin

1/1

{R}: Keeper of Kookus gains protection from red until end of turn.

King Cheetah

{3}{G}

Creature -- Cheetah

3/2

You may play King Cheetah any time you could play an instant.

Knight of the Mists

{2}{U}

Creature -- Knight

2/2

Flanking # (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
When Knight of the Mists comes into play, you may pay {U}. If you don't, destroy target Knight. It can't be regenerated.

Knight of Valor

{2}{W}

Creature -- Knight

2/2

Flanking # (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{1}{W}: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Play this ability only once each turn.

Kookus

{3}{R}{R}

Creature -- Djinn

3/5

Trample

At the beginning of your upkeep, if you don't control a creature named Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.

{R}: Kookus gets +1/+0 until end of turn.

Kyscu Drake

{3}{G}

Creature -- Drake

2/2

Flying

{G}: Kyscu Drake gets +0/+1 until end of turn. Play this ability no more than once each turn.

Sacrifice Kyscu Drake and a creature named Spitting Drake: Search your library for a card named Viashivan Dragon and put that card into play. Then shuffle your library.

Lead-Belly Chimera

{4}

Artifact Creature -- Chimera

2/2

Trample

Sacrifice Lead-Belly Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains trample. # (This effect doesn't end at end of turn.) #

Lichenthrope

{3}{G}{G}

Creature -- Lichenthrope

5/5

For each 1 damage that would be dealt to Lichenthrope, put a -1/-1 counter on it instead.

At the beginning of your upkeep, remove a -1/-1 counter from Lichenthrope.

Lightning Cloud

{3}{R}

Enchantment

Whenever a red spell is played, you may pay {R}. If you do, Lightning Cloud deals 1 damage to target creature or player.

Longbow Archer

{W}{W}

Creature -- Soldier

2/2

First strike

Longbow Archer may block as though it had flying.

Magma Mine

{1}

Artifact

{4}: Put a pressure counter on Magma Mine.

{T}, Sacrifice Magma Mine: Magma Mine deals damage equal to the number of pressure counters on it to target creature or player.

Man-o'-War

{2}{U}

Creature -- Jellyfish

2/2

When Man-o'-War comes into play, return target creature to its owner's hand.

Matopi Golem

{5}

Artifact Creature -- Golem

3/3

{1}: The next time Matopi Golem would be destroyed this turn, it regenerates and put a -1/-1 counter on it instead.

Miraculous Recovery

{4}{W}

Instant

Return target creature card from your graveyard to play and put a +1/+1 counter on it.

Mob Mentality

{R}

Enchant Creature

Enchanted creature has trample.

Whenever all non-Wall creatures you control attack, enchanted creature gets +X/+0 until end of turn, where X is the number of attacking creatures.

Mortal Wound

{G}

Enchant Creature

When enchanted creature is dealt damage, destroy enchanted creature.

Mundungu

{1}{U}{B}

Creature -- Wizard

1/1

{T}: Counter target spell unless its controller pays {1} and 1 life.

Mystic Veil

{1}{U}

Enchant Creature

You may play Mystic Veil any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.

Enchanted creature can't be the target of spells or abilities.

Natural Order

{2}{G}{G}

Sorcery

As an additional cost to play Natural Order, sacrifice a green creature.

Search your library for a green creature card and put that card into play. Then shuffle your library.

Necromancy

{2}{B}

Enchantment

You may play Necromancy any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.

When Necromancy comes into play, if it's in play, it becomes an enchant creature. Put target creature card from a graveyard into play under your control enchanted by Necromancy.

When Necromancy leaves play, destroy enchanted creature. It can't be regenerated.

Necrosavant

{3}{B}{B}{B}

Creature -- Necrosavant

5/5

{3}{B}{B}, Sacrifice a creature: Return Necrosavant from your graveyard to play. Play this ability only during your upkeep.

Nekrataal

{2}{B}{B}

Creature -- Nekrataal

2/1

First strike

When Nekrataal comes into play, destroy target nonartifact, nonblack creature. That creature can't be regenerated.

Ogre Enforcer

{3}{R}{R}

Creature -- Ogre

4/4

If Ogre Enforcer would be dealt nonlethal damage from a single source, prevent that damage.

Ovinomancer

{2}{U}

Creature -- Wizard

0/1

When Ovinomancer comes into play, sacrifice it unless you return three basic lands you control to their owner's hand.

{T}, Return Ovinomancer to its owner's hand: Destroy target creature. It can't be regenerated. That creature's controller puts a 0/1 green Sheep creature token into play.

Panther Warriors

{4}{G}

Creature -- Cat Warrior

6/3

Parapet

{1}{W}

Enchantment

You may play Parapet any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.

Creatures you control get +0/+1.

Peace Talks

{1}{W}

Sorcery

This turn and next turn, players skip their combat phases and can't target permanents or players with spells or activated abilities.

#{Triggered abilities are unaffected.)#

Phyrexian Marauder
{X}

Artifact Creature
0/0

Phyrexian Marauder comes into play with X +1/+1 counters on it.

Phyrexian Marauder can't block.

Phyrexian Marauder can't attack unless you pay {1} for each +1/+1 counter on it.

Phyrexian Walker
{0}

Artifact Creature
0/3

Pillar Tombs of Aku
{2}{B}{B}

Enchant World

At the beginning of each player's upkeep, that player may sacrifice a creature. If that player doesn't, he or she loses 5 life and you sacrifice Pillar Tombs of Aku.

Prosperity

{X}{U}

Sorcery

Each player draws X cards.

Pygmy Hippo

{G}{U}

Creature -- Hippo

2/2

Whenever Pygmy Hippo attacks and isn't blocked, you may have defending player play a mana ability of each land he or she controls and empty his or her mana pool. If you do, Pygmy Hippo deals no combat damage this turn and at the beginning of your postcombat main phase you add an amount of colorless mana to your mana pool equal to the amount of mana emptied from defending player's mana pool this way.

Python

{1}{B}{B}

Creature -- Snake

3/2

Quicksand

Land

{T}: Add one colorless mana to your mana pool.

{T}, Sacrifice Quicksand: Target attacking creature without flying gets -1/-2 until end of turn.

Quirion Druid

{2}{G}
Creature -- Druid
1/2
{G}, {T}: Target land becomes a 2/2 green creature that's still a land. #(This effect doesn't end at end of turn.)#

Quirion Ranger
{G}
Creature -- Elf
1/1
Return a forest you control to its owner's hand: Untap target creature. Play this ability only once each turn.

Raging Gorilla
{2}{R}
Creature -- Ape
2/3
Whenever Raging Gorilla blocks or becomes blocked, it gets +2/-2 until end of turn.

Rainbow Efreet
{3}{U}
Creature -- Efreet
3/1
Flying
{U}{U}: Rainbow Efreet phases out.

Relentless Assault
{2}{R}{R}
Sorcery
Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase.

Relic Ward
{1}{W}
Enchant Artifact
You may play Relic Ward any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted artifact can't be the target of spells or abilities.

Remedy
{1}{W}
Instant
Prevent the next 5 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose.

Resistance Fighter
{W}
Creature -- Soldier
1/1
Sacrifice Resistance Fighter: Prevent all combat damage target creature would deal this turn.

Retribution of the Meek

{2}{W}

Sorcery

Destroy all creatures with power 4 or greater. They can't be regenerated.

Righteous Aura

{1}{W}

Enchantment

{W}, Pay 2 life: The next time a source of your choice would deal damage to you this turn, prevent that damage.

Righteous War

{1}{W}{B}

Enchantment

White creatures you control have protection from black.

Black creatures you control have protection from white.

River Boa

{1}{G}

Creature -- Snake

2/1

Islandwalk # (This creature is unblockable as long as defending player controls an island.)#

{G}: Regenerate River Boa.

Rock Slide

{X}{R}

Instant

Rock Slide deals X damage divided as you choose among any number of target attacking or blocking creatures without flying.

Rowen

{2}{G}{G}

Enchantment

Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card.

Sands of Time

{4}

Artifact

Each player skips his or her untap step.

At the beginning of each player's upkeep, that player simultaneously untaps each tapped artifact, creature, and land he or she controls and taps each untapped artifact, creature, and land he or she controls.

Scalebane's Elite

{3}{W}{G}

Creature -- Soldier

4/4

Protection from black

Shimmering Efreet

{2}{U}
Creature -- Efreeth
2/2
Flying, phasing
Whenever Shimmering Efreeth phases in, target creature phases out.

Shrieking Drake
{U}
Creature -- Drake
1/1
Flying
When Shrieking Drake comes into play, return a creature you control to its owner's hand.

Simoon
{R}{G}
Instant
Simoon deals 1 damage to each creature target opponent controls.

Sisay's Ring
{4}
Artifact
{T}: Add two colorless mana to your mana pool.

Snake Basket
{4}
Artifact
{X}, Sacrifice Snake Basket: Put X 1/1 green Cobra creature tokens into play. Play this ability only any time you could play a sorcery.

Solfatara
{2}{R}
Instant
Target player can't play lands this turn.
Draw a card at the beginning of the next turn's upkeep.

Song of Blood
{1}{R}
Sorcery
Put the top four cards from your library into your graveyard.
Whenever a creature attacks this turn, it gets +1/+0 until end of turn for each creature card put into your graveyard this way.

Spider Climb
{G}
Enchant Creature
You may play Spider Climb any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted creature gets +0/+3 and may block as though it had flying.

Spitting Drake
{3}{R}
Creature -- Drake

2/2

Flying

{R}: Spitting Drake gets +1/+0 until end of turn. Play this ability no more than once each turn.

Squandered Resources

{B}{G}

Enchantment

Sacrifice a land: Add to your mana pool one mana of any type the sacrificed land could produce.

Stampeding Wildebeests

{2}{G}{G}

Creature -- Wildebeest

5/4

Trample

At the beginning of your upkeep, return a green creature you control to its owner's hand.

Suleiman's Legacy

{R}{W}

Enchantment

When Suleiman's Legacy comes into play, destroy all Djinn and Efreet. They can't be regenerated.

Whenever a Djinn or Efreet comes into play, destroy it. It can't be regenerated.

Summer Bloom

{1}{G}

Sorcery

You may play up to three additional lands this turn.

Sun Clasp

{1}{W}

Enchant Creature

Enchanted creature gets +1/+3.

{W}: Return enchanted creature to its owner's hand.

Suq'Ata Assassin

{1}{B}{B}

Creature -- Minion

1/1

Fear #(This creature can't be blocked except by artifact creatures and/or black creatures.)#

Whenever Suq'Ata Assassin attacks and isn't blocked, defending player gets a poison counter. #(A player with ten or more poison counters loses the game.)#

Suq'Ata Lancer

{2}{R}

Creature -- Knight

2/2

Haste #(The creature may attack and #{T}# the turn it comes under your control.)#

Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#

Talruum Champion

{4}{R}

Creature -- Minotaur

3/3

First strike

Whenever Talruum Champion blocks or becomes blocked by a creature, that creature loses first strike until end of turn.

Talruum Piper

{4}{R}

Creature -- Minotaur

3/3

All creatures with flying able to block Talruum Piper do so.

Tar Pit Warrior

{2}{B}

Creature -- Giant

3/4

When Tar Pit Warrior becomes the target of a spell or ability, sacrifice it.

Teferi's Honor Guard

{2}{W}

Creature -- Knight

2/2

Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{U}{U}: Teferi's Honor Guard phases out.

Teferi's Puzzle Box

{4}

Artifact

At the beginning of each player's draw step, that player puts the cards in his or her hand on the bottom of his or her library in any order, then draws that many cards.

Teferi's Realm

{1}{U}{U}

Enchant World

At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or global enchantments. All nontoken permanents of that type phase out.

Tempest Drake

{1}{W}{U}

Creature -- Drake

2/2

Flying

Attacking doesn't cause Tempest Drake to tap.

Three Wishes

{1}{U}{U}

Instant

Remove the top three cards of your library from the game face down. You may look at those cards as long as they remain removed from the game. Until your next upkeep, you may play those cards as though they were in your hand. At the beginning of your next upkeep, put any of those cards not played into your graveyard.

Time and Tide

{U}{U}

Instant

Simultaneously, all creature cards that are phased out phase in and all creatures with phasing phase out.

Tin-Wing Chimera

{4}

Artifact Creature -- Chimera

2/2

Flying

Sacrifice Tin-Wing Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying. #(This effect doesn't end at end of turn.)#

Tithe

{W}

Instant

Search your library for a plains card. If you control fewer lands than an opponent, you may search your library for an additional plains card. Reveal those cards and put them into your hand. Then shuffle your library.

Tremor

{R}

Sorcery

Tremor deals 1 damage to each creature without flying.

Triangle of War

{1}

Artifact

{2}, Sacrifice Triangle of War: Choose target creature you control and target creature an opponent controls. Each creature deals damage equal to its power to the other.

Uktabi Orangutan

{2}{G}

Creature -- Ape

2/2

When Uktabi Orangutan comes into play, destroy target artifact.

Undiscovered Paradise

Land

{T}: Add one mana of any color to your mana pool. During the next untap step of Undiscovered Paradise's controller, as that player untaps his or her permanents, he or she returns Undiscovered

Paradise to its owner's hand.

Undo

{1}{U}{U}

Sorcery

Return two target creatures to their owners' hands.

Urborg Mindsucker

{2}{B}

Creature -- Mindsucker

2/2

{B}, Sacrifice Urborg Mindsucker: Target opponent discards a card at random from his or her hand. Play this ability only any time you could play a sorcery.

Vampiric Tutor

{B}

Instant

Search your library for a card, then shuffle your library and put that card on top of it. You lose 2 life.

Vampirism

{1}{B}

Enchant Creature

When Vampirism comes into play, draw a card at the beginning of the next turn's upkeep.

Enchanted creature gets +1/+1 for each other creature you control.

All other creatures you control get -1/-1.

Vanishing

{U}

Enchant Creature

{U}{U}: Enchanted creature phases out.

Viashino Sandstalker

{1}{R}{R}

Creature -- Viashino

4/2

Haste #(The creature may attack and #{T}# the turn it comes under your control.)#

At end of turn, return Viashino Sandstalker to its owner's hand.

Viashivan Dragon

{2}{R}{R}{G}{G}

Creature -- Dragon

4/4

Flying

{R}: Viashivan Dragon gets +1/+0 until end of turn.

{G}: Viashivan Dragon gets +0/+1 until end of turn.

Vision Charm

{U}

Instant

Choose one -- Target artifact phases out; or target player puts the top four cards from his or her library into his or her graveyard; or all lands of one type become basic lands of one type of your choice until end of turn.

Wake of Vultures

{3}{B}

Creature -- Bird

3/1

Flying

{1}{B}, Sacrifice a creature: Regenerate Wake of Vultures.

Wand of Denial

{2}

Artifact

{T}: Look at the top card of target player's library. If it's a nonland card, you may pay 2 life. If you do, put it into that player's graveyard.

Warrior's Honor

{2}{W}

Instant

Creatures you control get +1/+1 until end of turn.

Warthog

{1}{G}{G}

Creature -- Warthog

3/2

Swampwalk # (This creature is unblockable as long as defending player controls a swamp.) #

Waterspout Djinn

{2}{U}{U}

Creature -- Djinn

4/4

Flying

At the beginning of your upkeep, sacrifice Waterspout Djinn unless you return an untapped island you control to its owner's hand.

Wicked Reward

{1}{B}

Instant

As an additional cost to play Wicked Reward, sacrifice a creature. Target creature gets +4/+2 until end of turn.

Wind Shear

{2}{G}

Instant

Attacking creatures with flying get -2/-2 and lose flying until end of turn.

Zhalfirin Crusader

{1}{W}{W}

Creature -- Knight

2/2

Flanking # (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{1}{W}: The next 1 damage that would be dealt to Zhalfirin Crusader this turn is dealt to target creature or player instead.